


ALL THINGS SHALL PERISH

(music alone shall live)

SSP: A


German Canon/Round

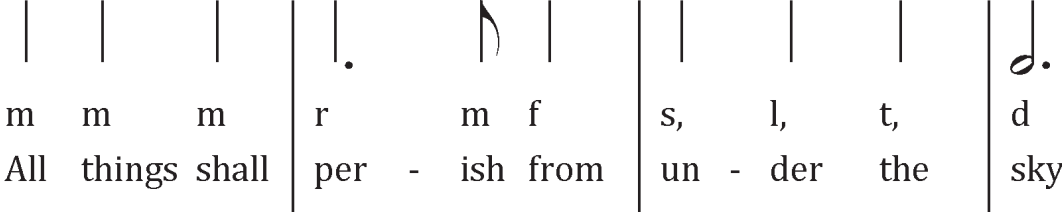
RSP: A

 =84

s, l, t, ~~r~~ m f s l

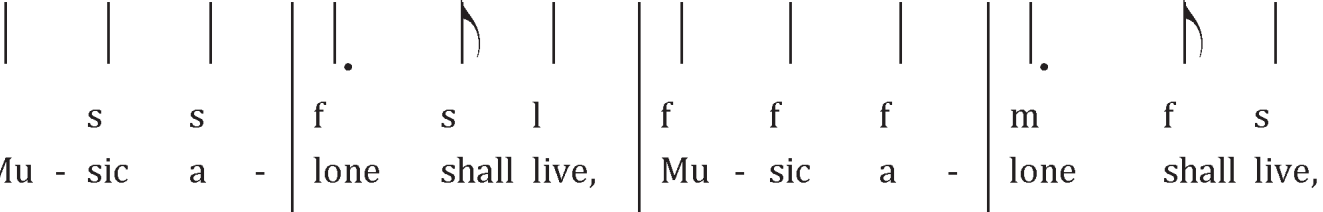
1.





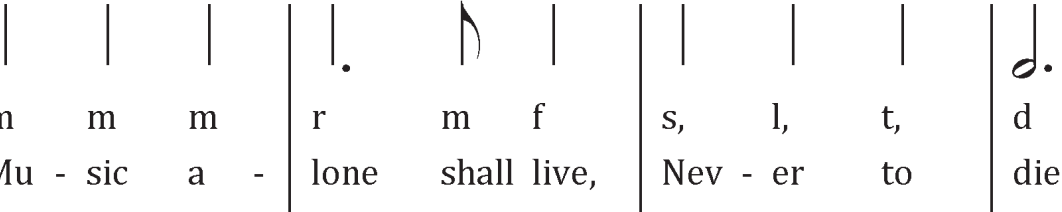
m m m r m f s, l, t, d
All things shall per - ish from un - der the sky,

2.



s s s f s l f f f m f s
Mu - sic a - lone shall live, Mu - sic a - lone shall live,

3.



m m m r m f s, l, t, d
Mu - sic a - lone shall live, Nev - er to die.

Game instructions: N/A

Notes: Sung in round, canon or in quodlibet with "coffee" and/or "With laughter and Singing"

Source: Bolkovac, Edward and Judith Johnson. 150 Rounds. Milwaukee, WI: Boosey & Hawkes, 1996, p.4

James M Gent 31.July.2010

Title: _____ Source _____ ☐ Aural ☐ Notated

Genre: _____ Culture group: _____ Game type: _____

Formal type: _____ Language: _____ Game formation: _____

Rhythmic Features Subject: _____ Time signature: _____

Content: _____ Meter: _____

Rhythmic Elements and Extractable Patterns:

Non-anacrusic:

Anacrusic:

Melodic Features

Tone Set: 0 _____

Appropriate Keys/Grades _____

Scale/Mode: _____

Tonality: _____

Range: _____ () Cadences: motivic _____ phrasic _____

Melodic Elements and Extractable Patterns:

Formal Features

Rhythmic Form

Melodic Form

Motivic: (measures per unit: _____)

Phrasic: (measures per unit: _____)

Sectional: (measures per unit: _____)

Harmonic Features

Content:

Progressions:

Expressive/Stylistic Qualities

Terminology/Vocabulary

Other

Completed by: _____ Date: _____